

1. (Amended) A portable programmable apparatus for aiding a player in an interactive manner in the performance of a game of chance comprising:

a processor whose actions are directed by a computer program and having a plurality of ports;

a readable memory for storing blocks of data representative of predetermined numbers and also representative of predetermined patterns, said blocks of data being furnished from a media having magnetic coded information which is accessible by means movable relative to said information of said media, wherein said predetermined numbers and patterns are correlated to each other to provide games of chance and are capable of being accessed and manipulated by said processor in response to said computer program;

means connected to one of said ports for providing an interactive dialogue between a player using the apparatus and said processor during the performance of said game of chance, said interactive means allowing the player using the apparatus to enter data associated with said game of chance;

means connected to one of said ports for providing a display of the stored blocks of data, the data entered by way of said interactive means, and intermediate and final stages of the performance of said game of chance; and

means for providing a communication protocol for said processor to adapt said processor to communicate with another processor.

4. (Amended) The programmable apparatus according to claim 1, wherein said means for providing a communication protocol comprises a modem and means for re-programming said another processor by way of said modem.

13. (Amended) A computer readable storage medium encoded with machine-readable computer program code to define a predetermined schedule of Bingo cards, wherein, when the computer program is executed by a first computer, the computer program code causes said first computer to:

(a) receive electronically from a second computer via a communication link and store in said first computer blocks of predetermined numbers and blocks of predetermined patterns for a bingo session with said block of numbers and patterns defining said schedule of Bingo cards for said bingo session, each block of numbers and each block of predetermined patterns being respectively correlatable to each other and representative of said defined Bingo cards for said bingo session;

(b) process input requests to said computer so as to retrieve at least one of said defined Bingo cards comprised of a respective block of predetermined numbers and a respective block of a predetermined pattern;

(c) process further input requests to said computer corresponding to input numbers and comparing said input numbers against said numbers and patterns of said defined Bingo games and determining if a match exists therebetween;

(d) process the matched/non-matched numbers against said predetermined patterns and determining if correspondence exists therebetween; and

(e) continuing steps (b), (c), and (d) until said step (b) is requested to respond to another selected defined Bingo card.

14. (Amended) A computer readable storage medium encoded with machine-readable computer program code to define a predetermined schedule of lottery game tickets, wherein, when the computer program is executed by a first computer, the computer program code causes said first computer to:

(a) receive electronically from a second computer via a communication link and store in said first computer blocks of predetermined data comprising blocks of predetermined numbers and blocks of predetermined patterns for a lottery session with said blocks of numbers and patterns defining said predetermined schedule of lottery game tickets for said lottery session, each block of numbers and each block of predetermined patterns being respectively correlatable to each other and representative of said defined lottery game tickets for said lottery session;

(b) process input requests to said computer so as to retrieve at least one of said defined lottery game tickets comprised of a respective block of predetermined numbers and of a respective block of a predetermined pattern; and

(c) process input requests to said computer corresponding to input numbers and comparing said input numbers against said numbers and patterns of said defined lottery game ticket and determining if a match exists therebetween.

Add new claims 18-21:

18. A portable programmable apparatus for aiding a player in an interactive manner in the performance of a game of chance comprising:

a processor whose actions are directed by a computer program and having a plurality of ports;

a readable memory for storing blocks of data representative of predetermined numbers and also representative of predetermined patterns, wherein said predetermined numbers and patterns are correlated to each other to provide games of chance and are capable of being accessed and manipulated by said processor in response to said computer program;

means for receiving said blocks of data from a media having magnetic coded information which is accessible by means movable relative to said information of said media;

means for outputting said blocks of data from said readable memory to another processor;

means connected to one of said ports for providing an interactive dialogue between a player using the apparatus and said processor during the performance of said game of chance, said interactive means allowing the player using the apparatus to enter data associated with said game of chance; and

means connected to one of said ports for providing a display of the stored blocks of data, the data entered by way of said interactive means, and intermediate and final stages of the performance of said game of chance.

19. A portable programmable apparatus for aiding a player in an interactive manner in the performance of a game of chance comprising:

a processor whose actions are directed by a computer program and having a plurality of ports;

a readable memory for storing blocks of data representative of predetermined numbers and also representative of predetermined patterns, wherein said predetermined numbers and patterns are

correlated to each other to provide games of chance and are capable of being accessed and manipulated by said processor in response to said computer program;

means for receiving said blocks of data from a media from another readable memory of a second processor;

means for outputting said blocks of data from said readable memory to a third processor;

means connected to one of said ports for providing an interactive dialogue between a player using the apparatus and said processor during the performance of said game of chance, said interactive means allowing the player using the apparatus to enter data associated with said game of chance; and

means connected to one of said ports for providing a display of the stored blocks of data, the data entered by way of said interactive means, and intermediate and final stages of the performance of said game of chance.

20. A computer readable storage medium encoded with machine-readable computer program code to define a predetermined schedule of Bingo cards, wherein, when the computer program is executed by a first computer, the computer program code causes said first computer to:

(a) receive electronically from a second computer via a communication link and store in said first computer blocks of predetermined numbers and blocks of predetermined patterns for a bingo session with said block of numbers and patterns defining said schedule of Bingo cards for said bingo session, each block of numbers and each block of predetermined patterns being respectively correlatable to each other and representative of said defined Bingo cards for said bingo session;

(b) process input requests to said first computer as to output said blocks of predetermined numbers and blocks of predetermined patterns for said bingo session via said communication link to a third computer;

(c) process input requests to said computer so as to retrieve at least one of said defined Bingo cards comprised of a respective block of predetermined numbers and a respective block of a predetermined pattern;

(d) process further input requests to said computer corresponding to input numbers and comparing said input numbers against said numbers and patterns of said defined Bingo games and determining if a match exists therebetween;

(e) process the matched/non-matched numbers against said predetermined patterns and determining if correspondence exists therebetween; and

(f) continuing steps (c), and (d) and (e) until said step (c) is requested to respond to another selected defined Bingo card.

21. A computer readable storage medium encoded with machine-readable computer program code to define a predetermined schedule of lottery game tickets, wherein, when the computer program is executed by a first computer, the computer program code causes said first computer to:

(a) receive electronically from a second computer via a communication link and store in said first computer blocks of predetermined data comprising blocks of predetermined numbers and blocks of predetermined patterns for a lottery session with said blocks of numbers and patterns defining said predetermined schedule of lottery game tickets for said lottery session, each block of

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numbers and each block of predetermined patterns being respectively correlatable to each other and representative of said defined lottery game tickets for said lottery session;

(b) process input requests to said first computer as to output said blocks of predetermined numbers and blocks of predetermined patterns for said lottery session via said communication link to a third computer;

(c) process input requests to said computer so as to retrieve at least one of said defined lottery game tickets comprised of a respective block of predetermined numbers and of a respective block of a predetermined pattern; and

(d) process input requests to said computer corresponding to input numbers and comparing said input numbers against said numbers and patterns of said defined lottery game ticket and determining if a match exists therebetween.